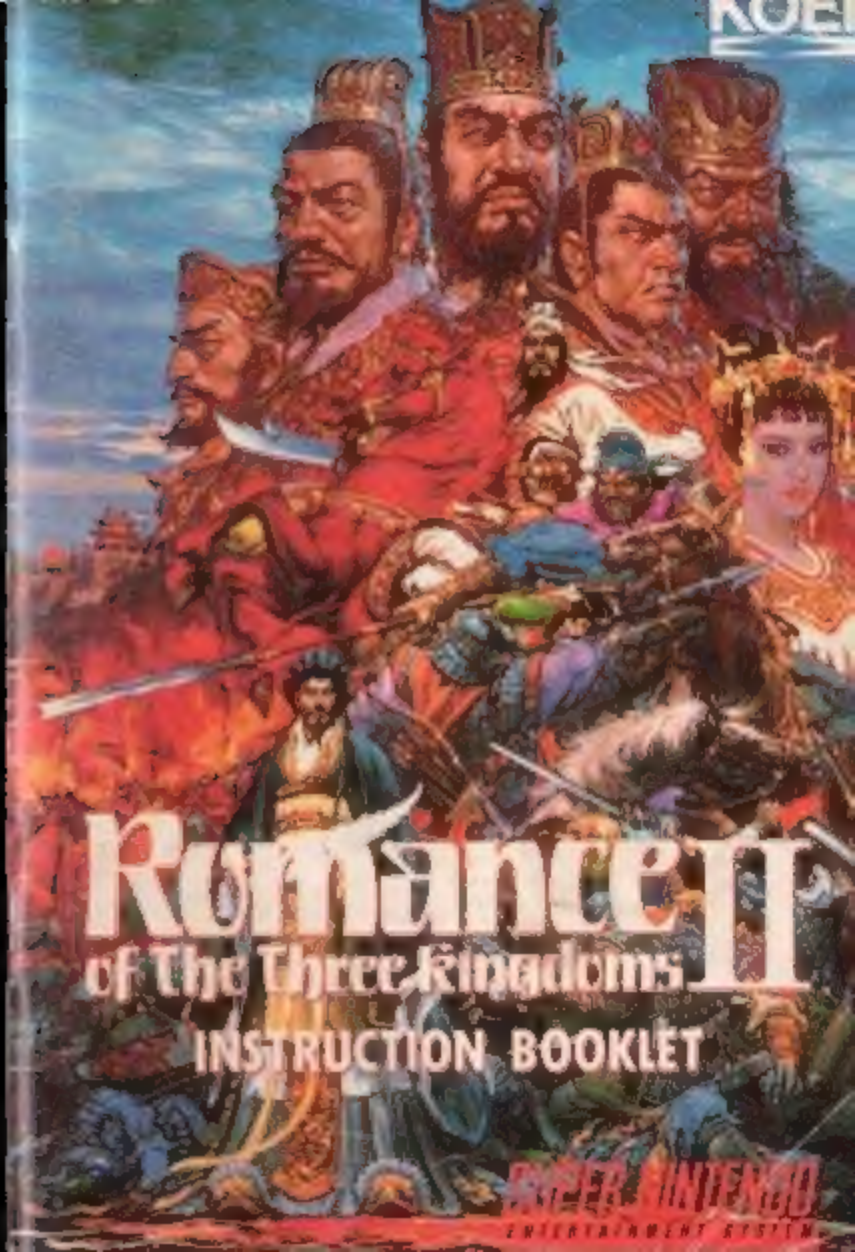
KOE
Romance II
of The Three Kingdoms
INSTRUCTION BOOKLET
SUPER NINTENDO
ENTERTAINMENT SYSTEM

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WELCOME

We are pleased to present you with this epic tale for play on the Super Nintendo Entertainment System.

The time frame is in Second Century China, a period of chaos and corruption. The Later Han Dynasty has just been destroyed and power-hungry leaders are fighting to gain control.

You enter as the general of your choice. Play virtuous Liu Bei and wield the powers of his brothers, or play ruthless Cao Cao and attract other devious generals. The kingdom will not rest until a leader is found to rule from the palace. The quest is yours!

Yoichi Erikawa

President, Koei Corporation
& The Koei Staff

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INTRODUCTION

China in 190 A.D. was in a state of chaos. The Later Han Dynasty, which had ruled for the previous 185 years, was rapidly losing the throne. In the lands surrounding the palace, power-hungry generals usurped control, and the Emperor lost all authority over his kingdom.

Yet, these were only the early stages of a great power race that encompassed the country. As rulers clashed and territorial lines were drawn, the struggle to dominate mounted. By 215 A.D. China was divided into three kingdoms: Wei in the North, Wu in the East, and Shu in the West.

Romance of The Three Kingdoms II traces the evolution of China from its warring state until the return to Imperialism. Selecting one of six scenarios, you can play up to a twelve-player game. Use your authority as a ruler to enrich your territory and to gain the loyalty of the people. Recruit soldiers to your army and train them for battle. Your power will show through on the battlefield. And, with the help of spies, bribe foreign generals to your ranks. Your advisor will watch over your actions and guide you with insight and philosophy. Your goal is to unite all 41 provinces of China.

CONTROLLER

•General Use

Use either game controller to play. Buttons A and B highlight, finalize and cancel selections. The control pad scrolls through menus, moves the cursor, indicates selections and sets numerical values.

•Choosing a Ruler and Province

After you choose a scenario, a map of China will appear showing 41 numbered provinces. Each province is color-coded for a particular ruler. A legend under the map shows which lands belong to which rulers. If there are more than 6 rulers to the scenario, push B to access the legend for their color-codes. To choose a ruler and province, move the arrow cursor to a province and push A.

•Selecting Menus

At the top of the main display is a row of menu selections. Use the control pad to highlight the menu you want to open. There are 8 selections which you can reach by scrolling left or right. A small arrow will appear when off-screen menus can be accessed.

Tip: On the control pad, push up or down to jump to the first or last menu selections.

Push A to open a menu, showing sub-commands. Then use the control pad to move through the menu, and push A to select a command. Close the menu by pushing B.

Tip: You can scroll through open menus. Push A to open a menu. Scroll to next menu with the control pad.

•Entering Numbers

Use the control pad to move between digits (ones, tens, or hundreds column). Then push up or down to change values. When you've entered the number you want, push A.

Tip: To enter values quickly, push left on the control pad to enter the maximum, push left twice to enter the minimum.

•Hot Keys

L/R At the main menu, push to access the map of China. Amidst a war, push to access the battlefield summary.

X/Y For quick access to commands, assign commands to X and Y through the Options Menu.

Push to access first command menu.

Push to access last command menu.

•KEY TO QUICK PLAY•

•Starting

1) Insert the game cartridge.
2) Turn ON the game system.
3) The introduction will begin. Push Start to skip to game set-up.
4) Choose a scenario or saved game, or push B for a computer-run demonstration.
5) Select a ruler.
6) Select level of difficulty.
7) Decide whether or not to view other wars. You can
8) change your decision through the Options menu during play.

Confirm you are ready, and begin.

•Scenarios

There are six scenarios, each from a distinct period of the warring years. Read through *The Tale of China's Past* to learn the tale of each scenario.

Scenario Selection	Max. Players
1. Dong Zhuo Seizes Loyang (189 A.D.)	12
2. Rivals Struggle for Power (194 A.D.)	12
3. Aged Liu Bei Hides (201 A.D.)	9
4. Cao Cao Covets Control of China (208 A.D.)	11
5. Nation Breaks into 3 Divisions (215 A.D.)	5
6. The 3-Way Contest (220 A.D.)	5
7. Restore a Saved Game	

•Creating a New Ruler

To create a new ruler choose a vacant province, which is white. At the screen which displays New Ruler Data, set the attributes of your character.

1. Name	Type in your name from the letter window. Push L or R to display lower or upper case letters.
2. Age	Set any age.
3. Gender	Male and female faces vary depending on their other attributes.
4. Intelligence (Int) War Ability (War) Charm (Chm)	Create a wise or warlike character.
5. Home Province	You can change your province before starting.
6. Follower	Choose to start with a subordinate. If you select a follower, set their attributes.

Tip: Vacant provinces can be taken by moving in troops once the game has begun.

•Options Menu

Options can be selected from the main screen once you have begun the game. Push Select to access the menu.

Wait: 1-10	Set the message display speed. 1 is fast, 10 is slow.
War: ON/OFF	Set ON to view wars between provinces not controlled by players.
Layout	
1. Reset	Reset the command menus in original order.
2. Change Order	Rearrange the main command menus in any order.
3. Hot Keys	Assign X and Y to frequently used commands.
Save	Save or quit the game in progress. Push B to select Quit. You can choose to watch the game play to the end once you quit.

•Game Vocabulary

Home Province The ruler's province, from where he/she issues monthly commands.

Domain Territory other than the home province, which the ruler controls. Provinces in the domain may be controlled directly by the ruler or delegated to governors.

Ruler The player's role. The ruler reigns over a province(s) and wields the most power of all generals.

Governor A general who is appointed to take command of territory outside of the home province when a ruler has more than one province. Within his/her home province, a ruler is the designated governor.

Hidden General A general placed as a spy in foreign territory.

Free General A general who has not been recruited by any ruler and wanders freely through the land.

Successor A general who is appointed to replace a deceased ruler.

Messenger A general who is dispatched to spy or deliver something in a foreign province.

•Pronunciation

Use this pronunciation guide to ease yourself into the atmosphere of the game.

a is said **ah**
e is said **eh**
i is said **ee**
o is said **oh**
u is said **oo**

Note that vowel sounds change with consonants:

Xi is said **Shi**
Si and **Qi** are said **Chi**
An is said **En**
C is said **Ch**
Xu is said **Shu**
Ang is said **An**
Zhu is pronounced between **Zoo** and **Ju**

•Main Display

The main menu is displayed in turn, with each province in your domain. The ruler or governor who is shown can issue commands as long as there are generals capable of carrying out their orders.

The game calendar is based upon the ancient lunar calendar: Spring (January-March), Summer (April-June), Fall (July-September), and Winter (October-December). All scenarios begin in January.

•Symbols of Rank

Ruler

Governor

Advisor

Free General

•Province Data

The following data appears at the center of the main screen during monthly turns or when viewing a province.

Civilian population.

Number of soldiers.

Supply of gold and rice stored.
Supplies will increase with January taxes (gold) and July collection (rice). Max. 30,000.

The people's loyalty (0-100).
Keep the people loyal to avert rebellions.

Level of land development (0-100).
Higher development will yield greater harvests.

Flood control level (0-100).
Flood control protects against disasters and yields greater harvests.

Trustworthiness of the ruler (0-100).
Effects diplomatic relations with other rulers.

Number of generals serving in the province.

Number of free generals in a province who do not serve any ruler.

Number of horses.
Used as gifts for rewarding or recruiting generals.

Rice market value.
Shows amount of rice that can be bought for 100 gold.

Note: On-screen values for soldiers, rice and gold represent 1/100 of the actual number or amount. For example, if soldiers are displayed at 200, this corresponds to an army of 20,000.

•Main Command Menus

Each month you issue commands for all provinces in your control, unless you have delegated them into the direct control of their governors. Main commands are accessed through menus.

View

- **Province** — View data for any province. Send a capable general to view foreign provinces.
- **General** — View your generals one-by-one.
- **Summary 1** — Generals listed with their loyalty, intellect, war ability and charm.
- **Summary 2** — Generals listed with their years in service, training, arms level and soldiers.
- **Territory** — All provinces under your control listed with gold, rice, soldiers, people's loyalty and generals, including the ruler. Provinces delegated to governors are marked with a star.

Army

- **Hire** — Enlist soldiers and assign to your armies. This will lessen the civilian population and people's loyalty.
  Cost: 10 gold and 1 rice per 100 soldiers.
- **Assign** — Reassign soldiers among your generals, up to 100 in each unit.
- **Train** — Run troops through combat drills. Soldiers benefit greatly if more than one general leads training.
- **Invade** — Invade a neighboring province. Send up to 5 generals. If the ruler or governor goes into war, a general must be appointed in his/her absence.

Personnel **(Person)**

- **Recruit** — Recruit a general from another province or a free general found in your province. Recruit through a personal appeal, or send a gift of gold, a horse or letter.
  Tip: When recruiting, a personal appeal works best with intelligent generals; horses attractÁ generals of high war ability, and a letter works best with generals of high charm.
- **Search** — Search for free generals in the province. When found, free generals can be recruited.
  Tip: By recruiting foreign governor's you can peacefully win their territory.
- **Appoint** — Appoint a governor or advisor. A general must have an intellect above 80 to become an advisor.
  Tip: Success at recruiting depends on ruler trustworthiness, messenger charm, and recruitee loyalty.
- **Dismiss** — Dismiss a general or advisor from your service. Fired generals become free generals; dismissed advisors remain generals in your service.
- **Delegate** — Give a governor control of his/her province. You will not issue commands to that province until you revoke their authority through the command Cancel. You can request goods be sent within your domain, and allow the army to attack a neighboring province at will.

  You must assign one of four policies to the ruling governor.

  1. Full command: Governor takes command of domestic issues, the military, and recruitment of generals.
  2. Internal: Governor focuses on domestic issues, such as development and people's loyalty.
  3. Military: Governor focuses on building military strength.
  4. Personnel: Governor focuses on recruiting generals and building their loyalty.

Commands with Multi-General Option	
ARMY	Train
	Invade
INTERNAL AFFAIRS	Land
	Flood
	Give

Reward Give gold, a horse or philosophical writings to a general in order to raise his/her loyalty. Generals with high loyalty are unlikely to switch sides during war. Horses are valued by generals of high war ability.

Writings are only available in provinces where an advisor is present. The intellect of the recipient will increase by 1 point. Thus, the advisor's intellect must be at least 2 points higher than the receiving general in order to teach them.

Trade You can only trade when there is a merchant in your province.

Sell Rice / Buy Rice Sell or buy at the current market rate. The rate is displayed as Cost at the main screen.

Buy Horse Buy horses to use as rewards or recruiting gifts.
Cost: 100 gold per horse.

Buy Arms Buy arms to raise a general's arms level. Whoever you send to market will retain the weapons for their own troops.
Maximum 100.

Note: Arms level represents a percentage of the soldiers who are armed for battle. If 10 arms are bought for 100 soldiers they will be 10% armed. The number of arms your generals have is displayed when you go to buy.

Internal Affairs (Int Afrs)

Land Cultivate the fields to yield a better harvest in July and higher taxes in January. Appoint generals with high intellect and invest a lot of gold for the best results.
Maximum 100.

Flood Build dams to protect against floods and typhoons. Appoint generals of high intellect and use a lot of gold for best results.
Maximum 100.

Give Distribute food to stimulate loyalty from the people and bring in greater taxes in January. Their reaction depends on the size of your gift, the general you appoint in charge, your popularity as ruler and the size of the population.
Maximum 100.

Tax Order a sudden collection of gold and rice in any season except in the fall. Revenue depends on people's loyalty and your trustworthiness as ruler. But, taxing will not endear you to your people, so think before you collect.

Ruler Only Commands	
PERSONNEL	Appoint
	Dismiss
	Entrust
DIPLOMACY	*All commands*

Diplomacy (Dipl)

Ally From the home province, tie alliances with other rulers. The alliance lasts until one side either cancels or attacks the other ally. Two rulers tied in alliance can perform joint invasions and send reinforcements for each other in war.

Joint From the home province, ask an ally to perform a joint invasion on a third ruler. You must launch the invasion within a month or the agreement becomes void. Once you invade, your ally will decide how many reinforcement troops to send, or they may break their promise.

Marry Arrange a marriage between your daughter and the son of another ruler. The result is an informal alliance and decreased hostility. Each ruler may only betroth one daughter.

Gift Send a tribute of gold to a rival ruler in order to decrease his/her hostility.

Cancel Cancel an alliance from the home province. If you are in the middle of a prolonged war, allied reinforcement troops will withdraw from the battlefield.

Note: For each Diplomacy com [illegible] the following infor [illegible] towards you (top [illegible] gure), and trust [illegible] figure). Rulers [illegible] blue are your co [illegible]

Tip: Generals with high charm make [illegible] gers. When dealing [illegible] messengers are [illegible] reinforcing allies [illegible]

Threat Threaten a rival ruler to surrender or die. If successful the rival will cede his/her territory without a war. Submitting generals will join the new ruler or become free generals. If threats fail, hostility will increase!

Spy
Hide Generals (Hide Gnls) Send a general with 100% loyalty into a rival province to spy as a free general. If the general is recruited he will work to lower the loyalties of the other generals and attempt to win them over to your side.

Sub-commands:

1. Hide: Place general in foreign province.
2. Verify: Confirm that the general will switch back to your side right before invading his new province.
3. Withdraw: Order a hidden general to return if he hasn't been recruited in the rival province.

Rival Tigers Incite rivalry between two rulers in the hope they will attack each other. Choose an intelligent messenger to carry out the trick, and two rulers to incite. If the trick fails, hostility toward the plotting ruler will increase.

Tiger Wolf Persuade the governor of another province to betray his/her ruler. If successful, the governor will rebel and become the new ruler of his/her province.

Betrayal Create a secret pact with a foreign general to switch sides when you invade. Generals of low loyalty are most likely to join you.

Forgery Send a forged slanderous letter to a foreign general. If successful, the general will become disloyal and may be bribed to your side in war.

Move

General — Move one or more generals into a neighboring province

Tip: Moving gener[illegible] province

Goods — Send gold and/or rice to any province in your domain

Warning: Beware [illegible]

Appoint a general of high abilities in charge of delivery or else the goods may never arrive

Selecting Generals

After you choose a command, a list of your generals will appear with the following three menus in blue

The **More** command lists the remaining generals who did not fit on the current screen

The second menu arranges your generals by rank according to the category you choose: **Intel** (intellect), **War Abil** (war ability), **Charm**, **Soldiers**, or **Lytly** (loyalty). Choose this menu, then push right on the control pad to scroll through category options

Note: Rulers and [illegible] of the list of generals

The **End** command finalizes your selection.

Color Key to General Selection

White	General capable of carrying out command
Red	Tired general who has already executed a command this turn
Green	Injured general in need of 3 months rest
Blue	General selected to carry out command. Select the blue general again to return to selectable status

General Attributes — Review the attributes of each of your generals through the View command. Their attributes carry values from 0 to 100

Loyalty(Lytly) — Loyalty to the Ruler

Arms — The percentage of arms in the general's troops
See Note under Army commands

Skill — Training level of the general's troops. Well-trained troops are more effective and mobile in war

Soldiers(Soldi — The number of soldiers in a general's command

Intellect(Intel) — Smarter generals are better at internal affairs, spying, fire attacks at war, and detecting spies among your troops

War Ability(War — Generals with high war ability are skilled at personal combat, war, training soldiers and resisting capture

Charm — Charming generals have a knack for diplomacy, recruiting and rewarding.

Age — The general's age

[illegible] 10 units if the attacker launches a [illegible] command Joint

When attacking, you must position troops in spaces marked with O. Defenders position troops in spaces marked with X.

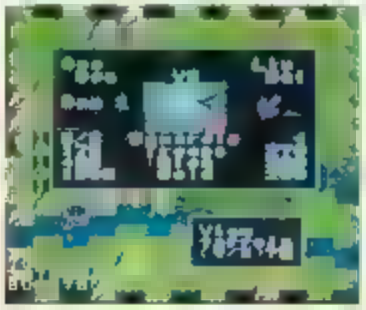
You are allowed to take up to 5 generals when you invade another province. As a defender you allowed to position up to 10 units on the field.

•War Display

Once you invade and position troops, the battlefield screen will be displayed.

Push L to view troops on the battlefield. Push again to return to the war.

Push R to view a battlefield and terrain. *See below*



Infantry

Day of war

Weather

Attacker

Wind

[illegible]

•Personal Combat

In second century China, personal combat was a frequent style of fighting. Sending out their bravest generals, the opposing sides would watch as they clashed swords.

Once war begins, the defender may challenge the attacker to personal combat between two generals. The challenge can be refused, but soldiers will lose faith and desert a general who refuses to fight.

[illegible] might push into [illegible] combat

The winner of a round of personal combat can take the losing general prisoner.

•Weather

Sunny

Partly Cloudy

Cloudy

Rain

Key
A Excellent
G Fair
P Poor

•Terrain and Mobility

Each warring unit must expend mobility points to move into different types of terrain. Depending on how well-trained a unit is, they will regain between 2-6 mobility points each turn.

Castle Mobility Required: 3
Defensive Advantage A
Fire Protection A. fires may destroy gold and rice supplies

Fort Mobility Required: 3
Defensive Advantage B
Fire Protection A

Grassland Mobility Required: 2
Defensive Advantage D
Fire Protection. D

Forest Mobility Required: 3
Defensive Advantage D, units become hidden
Fire Protection: E

Hills Mobility Required: 3
Defensive Advantage C
Fire Protection: C

Mountains Cannot be crossed
Fire Protection. C, offers protection for units in rear

Rivers Mobility Required: 5
Defensive Advantage E
Cannot be lit afire

•War Command Menus

Defenders are allowed the first turn of commands at war. Commands are chosen through a war screen menu.

1 Move

Normal — Move into an adjacent space, provided the unit has enough mobility points. Use the control pad to point in the direction of the move. Continue moving until the unit moves next to an enemy unit or expends all mobility points.

Move Enemy — Trick a neighboring enemy unit into trailing the unit as it moves. Success depends on the intellect of the opposing general.

2 Attack

Normal — Attack an adjacent unit.

Simultaneous — Send all surrounding units in your control in to attack a neighboring enemy unit.

Fire — Set fire to an adjacent enemy unit. Success depends on the terrain, weather, and intellect of the general in charge. Fires may spread into surrounding terrain and will either die out or be put out by the rain.

Charge — Move and attack at the same time. Soldiers charge into the enemy and may break through to a space on the other side of the enemy. Heavy casualties will result for both sides.

3. Flee

Flee from the battle to an adjacent province or home. Generals may be captured as they try to escape depending on their war abilities, mobility, training and distance from enemy units. When the battlefield commander flees, all other units must flee.

4. View

View any unit on the field. Select a unit and push A to view, then B to return to the war. Viewing enemy units costs 10 gold each time.

5. Tactics

Bribe

Bribe an enemy general over to your side. Only the commander can bribe. Success depend on the size of the bribe and the enemy general's loyalty and personality.

Note: If you have a secret pact with an enemy general, [illegible] the unit's position [illegible] trap.

Reinforce

Call generals from your province to the battlefield. Only defenders have the option of calling up reinforcements. The maximum number for defending generals on the field is 10.

Rest

Push B at the war command menu to access the command to rest.

•Reinforcements

The defender can call in reinforcements when invaded. A defending governor may request help from an allied ruler.

To request reinforcements, send a general as a messenger to an ally, then dispatch remaining troops to war. In a few days, if the request is successful, the messenger will return with the reinforcement troops. The messenger and new troops will automatically assume position on the battlefield.

After the war, if the defender was successful, gifts of rice and gold will be sent to the ally in appreciation for wartime support.

•Prolonged War

Wars are limited to 30 day periods of fighting. If 30 days has passed without victory, procedures for prolonged war begin. The game will return to the main commands and other provinces will carry out commands for that month.

In the period before war resumes, reinforcements can be sent into the war using the command Invade. Reinforcements cannot be sent if the maximum number of units has already been deployed (5 attacking and 10 defending). Supplies can also be sent using the command Move Goods.

The war will resume the following month. If any alliances were broken in the interim, allied forces will immediately withdraw from the battlefield.

•Victory

Defeat your enemy through any of these methods

1) Capture or kill the enemy commander
2) Prolong the war until the enemy runs out of rice
3) Defeat all enemy generals
4) Take over the enemy castle

Wars can continue any number of months (with interruptions every 30 days) until a victor is decided. If the attacker wins he/she will become governor of the defeated province.

The winning general has a choice of how to treat the defeated generals: **recruit**, **release** or **behead** them.

[illegible] game before going to war!

There are many events that may thwart you as you aspire to unite the provinces of China. Some events will occur at specific times of the lunar calendar. Other events may disrupt your control by surprise.

•Calendar Events

Generals Age	Each January every general ages one year. At a certain age some generals may die.
Population Increase	Population growth occurs each January.
Tax Collection	Gold is collected in January; rice is collected in July. The size of province population, land value, and people's loyalty all determine how much you can collect.
Military Stipends	Soldiers and generals must receive gold in January and rice in July as payment for their service. If your supplies will not cover payments, soldiers will desert and generals will lose loyalty.
Market Rate	The rice market fluctuates with each month.
Generals Loyalty	Generals' loyalty changes with each month depending on ruler trustworthiness and treatment of each general. Disloyal generals may rebel or defect to wander as free generals. Generals related to you will never desert you.

Locusts

Locusts may strike your crops in the spring and summer. Ravaging everything in sight, they destroy rice reserves, land value, and cause the people's loyalty to plummet. They will spread to surrounding provinces and die off when winter comes.

Floods

Floods occur in the summer months. A high flood control level will minimize damage. Floods wreck land value, flood control level, and reduce the people's loyalty.

Typhoons

Typhoons strike in the summer months, reducing people's loyalty, land value and flood control level. A high flood control level will minimize damage.

Epidemics

Epidemics can quickly spread to surrounding provinces. They occur in the spring or summer and die out within a year. An epidemic will kill soldiers and reduce the population and people's loyalty.

Popular Uprising

Uprisings can occur in provinces with low people's loyalty. Rulers who are not trustworthy and governors who are not charming are especially vulnerable. Soldiers, land value and supplies of gold and rice will all plummet.

Governor Rebellion

A governor may rebel against the ruler because of personality, low loyalty, or may be induced to ebb through the Tiger-Wolf Trick. The spiteful governor will seize his/her province and become a new ruler. Subordinate generals will either remain loyal to the new ruler or desert to become free generals.

Mountain Bandits

When transporting goods through provinces with low loyalty, mountain bandits may intercept your carts and steal the goods!

This Koei game is based on *Romance of the Three Kingdoms*, a renowned Chinese script written in the fourteenth century by Lo Kuan-Chung. The story begins at the end of the Later Han Dynasty, and recounts the chaotic years which followed, a time known as the Three Kingdoms Period (184-280 A.D.) The scenarios presented in the game are based on events from the novel.

SCENARIO 1

DONG ZHUO SEIZES LOYANG

At the end of the 2nd century, Emperor Ling, ruler of the Later Han Dynasty, was under siege. Thievery and intrigue within the palace at Loyang isolated Emperor Ling from his people. Reflecting the chaos within, an epidemic swept the land and took many lives. A wandering magician named Zhang Jiao discovered a cure for the epidemic and he used his newfound power to recruit followers. Then, rising up against the emperor, Zhang Jiao and his men donned yellow turbans to symbolize opposition to the blue flag of Han. Desperate to defend his throne, the emperor called for heroes to crush the Yellow Turban Rebellion.

Liu Bei, descendant of the Han line, responded to the emperor's call. He soon met two other warriors, Guan Yu and Zhang Fei. Guan Yu, sincere and cunning, was a fearsome warrior with his 100-pound curved sword known as Black Dragon. Zhang Fei, although reputed for his bravery, was hot tempered and impatient. Standing together beneath blossoming peach trees, the three men swore an oath of eternal brotherhood, vowing to defend the emperor.

Liu Bei, Guan Yu
Zhang Fei

Other generals who rose to defend the emperor included Dong Zhuo and Cao Cao. However soon after the rebellion was crushed Dong Zhuo turned traitor and took control of the capital Using his army as a weapon against the people, Dong Zhuo ruled ruthlessly from Loyang Cao Cao joined with Liu Bei and his brothers to rid the palace of the new tyrant

However, the coalition met stiff resistance from Lu Bu the mightiest warrior of the warring states period. Dong Zhuo had convinced Lu Bu to join his army with the gift of The Hare a red-maned horse that ran like the wind But not even Lu Bu could stop the coalition as they made their final onslaught on the capital In the face of imminent defeat, Dong Zhuo kidnapped the Emperor and transferred the capital westward to Chengan looting and burning Loyang to the ground as he left

Dong Zhuo felt secure at his new outpost with Lu Bu under his command But in an ingenious plot Dong Zhuo and Lu Bu were tricked into falling in love with the same maiden The jealous Lu Bu soon joined in an assassination plot against Dong Zhuo

Cao Cao Dong Zhuo
Lu Bu

SCENARIO 2 RIVALS STRUGGLE FOR POWER

After Dong Zhuo was destroyed Liu Bei humbly accepted control of Xu (province 18) at the insistance of the dying ruler Tao Qian. Hearing of Liu Bei's new acquisition Cao Cao was infuriated He had won the title 'Warden of the East' for his bravery in the struggle against Dong Zhuo and felt he deserved the territory

However Cao Cao had other problems which called for his attention. Lu Bu had seized his home province Yan (9) in his absence, with the help of Zhang Miao and Chen Gong. Cao Cao eventually forced Lu Bu out of Yan and sent him fleeing to Liu Bei in Xu

Thereafter Cao Cao vowed to win his revenge over both Lu Bu and Liu Bei His advisor Xun Yu devised two schemes to destroy them both The first scheme was the Riva Tigers Ruse provoke the two "tigers" to fight, and the death of one would result. Cao Cao, who had gained the emperor's trust, offered Liu Bei the official position of Governor of Xu on condition that Lu Bu be expelled from the province forever But Liu Bei saw through the scheme, and neither tiger in Xu made a move

The second scheme was the Tiger Wolf Trick distract the wolf (Liu Bei) to give the tiger (Lu Bu) the opportunity to turn traitor This time Cao Cao sent Liu Bei an Imperial Order to attack Yuan Shao, a close ally of Lu Bu. Although he sensed a trap Liu Bei followed the order because it held the Emperor's Seal. As soon as Liu Bei set out to attack, Lu Bu seized Xu out of anger Yuan Shao, a prominent warrior from a noble family

SCENARIO 3: AGED LIU BEI HIDES

gained fame as a leader in the coalition against Dong Zhuo. In the struggle, he gained him control of northeastern territory. Cao Cao was anxious to spread his power eastward, but Yuan Shao's domain stood in his path. It was inevitable that Yuan Shao and Cao Cao would meet on the battlefield.

Meeting at Kuantu, the two armies held out in a stalemate for two months, after which Yuan Shao's troops could survive no longer. Cao Cao took advantage of their weakness and launched a surprise attack, defeating Yuan Shao with ease.

Liu Bei was tricked by Cao Cao during the stalemate. Cao Cao had positioned troops near Liu Bei as a means of diverting Yuan Shao. But, Liu Bei fled from the enemy flags, and took refuge with Liu Biao. Yet, Liu Biao's wife grew suspicious of Liu Bei's intentions and began plotting against him. On the night of his planned murder, Liu Bei heard of her plans and fled from refuge into exile.

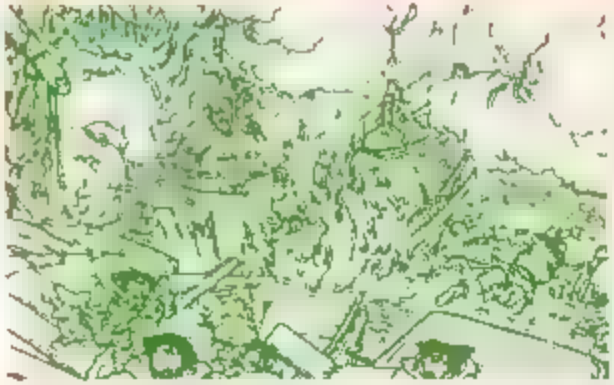
Yuan Shao Liu Biao

SCENARIO 4: CAO CAO COVETS CONTROL OF CHINA

While in exile, Liu Bei sought out Zhuge Liang, also known as the *Hidden Dragon*. Liu Bei was turned away twice before he was finally allowed to meet the scholar. On his third visit, Zhuge Liang was impressed by Liu Bei's sincerity and accepted his humble request to became his advisor.

Zhuge Liang first advised Liu Bei to ally with Sun Quan against Cao Cao. Liu Bei followed his advice, yet the allied forces only numbered 30,000, while Cao Cao was threatening to cross the Yangtze River with a navy of 800,000. Faced with such odds, Zhuge Liang came together with Zhou Yu, Sun Quan's advisor, to design a brilliant plan.

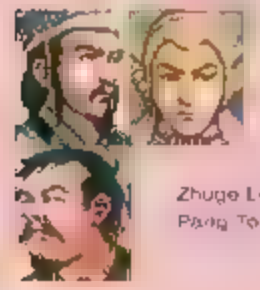
Together they realized that a well-placed fire could wipe out Cao Cao with ease. Yet, Zhou Yu warned that Cao Cao was probably guarding against such an obvi-



ous plan. A young general was planted among the allies to suggest the fire attack against Cao Cao's fleet. To avert suspicion, the general was publicly whipped and condemned for bad tactics. Two spies who witnessed the account returned to assure Cao Cao his fleet was safe from fire.

Meanwhile Pang Tong, an allied spy, advised Cao Cao to link his ships together with iron chains for easier navigation of the river. Unaware that Pang Tong was an enemy, Cao Cao linked his ships. When the allies sent a burning vessel [illegible] Cao Cao's ships, all his ships, the entire fleet caught fire. The Yangtze River was veiled in a red wall of flame on that fateful day, and Cao Cao barely escaped with his life. This battle is remembered as the Battle at Red Wall.

Cao Cao was devastated after his defeat, but his ambition to rule China was renewed. From his home province, he immediately rebuilt his military and renewed his assault of surrounding lands. Eventually his territory encompassed two-thirds of all provinces of China. To let his success be known, Cao Cao named himself "Duke of Wei."



Zhuge Liang, Zhou Yu
Pang Tong

SCENARIO 5: NATION BREAKS INTO 3 DIVISIONS

By 215 A.D., after years of battling, China was divided into three warring kingdoms. Shu, ruled by Liu Bei. Wei, ruled by Cao Cao, and Wu, ruled by Sun Quan. Liu Bei and Sun Quan attempted to ally together against Cao Cao, as suggested by their advisors. However, fighting continued along their border lands, weakening their alliance over time.

The central province Jing (19) stood between Shu and Wu territory, and generals from either side were tempted to claim it for their kingdom. Of all these generals, Guan Yu was the most successful, maintaining the land for Liu Bei. But Sun Quan's men demanded they win it back. Complying with his men, Sun Quan broke all friendly ties with Liu Bei, and went to war over Jing.

Cao Cao joined Sun Quan to take advantage of the strife between his two rivals. In the battle in Jing, Guan Yu was captured, and sparing no mercy, Sun Quan had him executed. Hearing of his brother's death, Liu Bei swore revenge and sent Zhang Fei to regain Jing. But Zhang Fei was a cruel commander, and before he reached the front, his soldiers betrayed him, taking his life as he slept.

SCENARIO 6

THE THREE-WAY CONTEST

Cao Cao fell ill amidst the fighting in Jing and returned to Wei. Soon after he died, leaving his son Cao Pi to step up as Prince of Wei.

Cao Pi developed a reputation for being even more ruthless than his father. Fearing Cao Pi, Sun Quan submitted to him in return for the title of Prince of Wu. In the Shu Kingdom, Liu Bei was boiling with revenge for the deaths of his sworn brothers. He immediately began to build up forces at Shu. Yet this time Sun Quan did not receive reinforcements from the north. Cao Pi smugly waited for his opponents to weaken themselves.

The region of battle quickly took a toll on Liu Bei. When he passed away, Zhuge Liang assumed power in Shu. Zhuge Liang saw that the end of the Three Kingdoms period was imminent and sent forces into the north. The Shu army quickly captured three crucial cities at the Shu and Wei border, proving Zhuge's superior tactics. However, in the struggle to reach the capital city, Zhuge Liang succumbed to the great Wei general, Sima Yi.

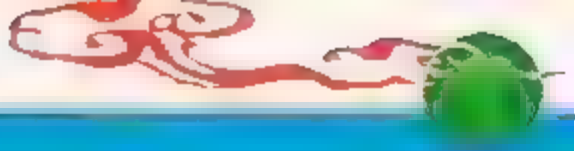
After the demise of Zhuge Liang, the kingdoms of Wu and Shu fell to ruin. Sima Yi's grandson, Sima Yan, seized the reigns of power and established a new empire, called the Jin Dynasty. The first emperor went on to conquer Wu and Shu, thus bringing the Three Kingdoms period to a close.

Cao Pi Sima Yi

THE BATTLE OF WUCHANG PLAIN

THE BATTLE OF YILING

Seeking revenge for the deaths of his two brothers, Liu Bei attacked Sun Quan, it was a war stimulated by emotion rather than military wisdom. Liu Bei led his men straight into the open plains, eager for battle. But his adversary outwitted him, and swept his forces off the field after a drawn-out stare-time. Following the battle, Liu Bei succumbed to illness and left the king, due to the hands of his trusted advisor Zhuge Liang.



THE BATTLE AT CHANGSHAN BRIDGE

SCENARIO 1

Dong Zhuo Seizes Loyang 189 A.D

	Ruler	Initial Domain	Advisor
Selectable Rulers	Cao Cao	9	Chen Gong
	Liu Bei	4	
	Sun Jian	21	Chang Pu
	Yuan Shao	6	Tian Feng
	Yuan Shu	9	
	Ma Teng	14	
	Liu Yan	30 32 33	
	Liu Biao	20	Kuai Liang
	Dong Zhuo	10 11,12	Jia Xue
	Gongsun Zan	3	—
	Tao Qian	16	—
	New Ruler	Vacant land	—
Other Rulers	Hai Fu	7	
	Kong Rong	8	
	Wang Lang	24	—
	Liu Yong	28	—

SCENARIO 2

Rivals Struggle for Power 194 A.D

	Ruler	Initial Domain	Advisor
Selectable Rulers	Cao Cao	10,11	Xun Yu
	Liu Bei	16	
	Sun Ce	24	Zhou Yu
	Yuan Shao	6,7	Tian Feng
	Yuan Shu	17 19	
	Ma Teng	14	
	Liu Zhang	32 33 34	Zhang Song
	Liu Biao	20,21	Kuai Liang
	Lu Bu	9	Chen Gong
	Gongsun Zan	3	—
	Le Jue	12	Jia Xue
	New Ruler	Vacant land	—
Other Rulers	Yang Feng	5	
	Kong Rong	8	
	Liu Yong	28	
	Zhang Lu	29	

SCENARIO 3

Aged Liu Bei Hides 201 A.D

	Ruler	Initial Domain	Advisor
Selectable Rulers	Cao Cao	9,10,11 16,17	Sima Yi
	Liu Bei	19	—
	Sun Quan	18 24 26 27	Zhou Yu
	Yuan Shao	1,2 3,6,7,8	Tian Feng
	Liu Zhang	31 32 33 34	Zhang Song
	Ma Teng	4 5	
	Zhang Lu	29	Yuan Pu
	Liu Biao	20,21,22,23	Kuai Liang
	New Ruler	Vacant land	

SCENARIO 4

Cao Cao Covets Control of China 208 A.D.

	Ruler	Initial Domain	Advisor
Selectable Rulers	Cao Cao	1-12-17	Sima Yi
	Liu Bei	19	Zhuge Liang
	Sun Quan	8-24-25-27	Zhou Yu
	Ma Teng	4-5	
	Liu Zhang	30-34	Zhang Song
	Jin Xuan	20	
	Han Xuan	21	
	Zhao Fan	22	
	Liu Do	23	
	Zhang Lu	28	
	New Ruler	Vacant land	

SCENARIO 5

Nation Breaks into 3 Divisions 215 A.D.

	Ruler	Initial Domain	Advisor
Selectable Rulers	Cao Cao	2-14-15-18-29-30	Sima Yi
	Liu Bei	9-20-31-35	Zhuge Liang
	Sun Quan	21-28-37-40	Lu Su
	Ma Teng	36	
	New Ruler	Vacant land	

SCENARIO 6

The Three way Contest 220 A.D.

	Ruler	Initial Domain	Advisor
Selectable Rulers	Cao Cao	2-14-18-20	Sima Yi
	Liu Bei	29-31	Zhuge Liang
	Sun Quan	21-28-37-40	Lu Xun
	Ma Teng	36	
	New Ruler	Vacant land	

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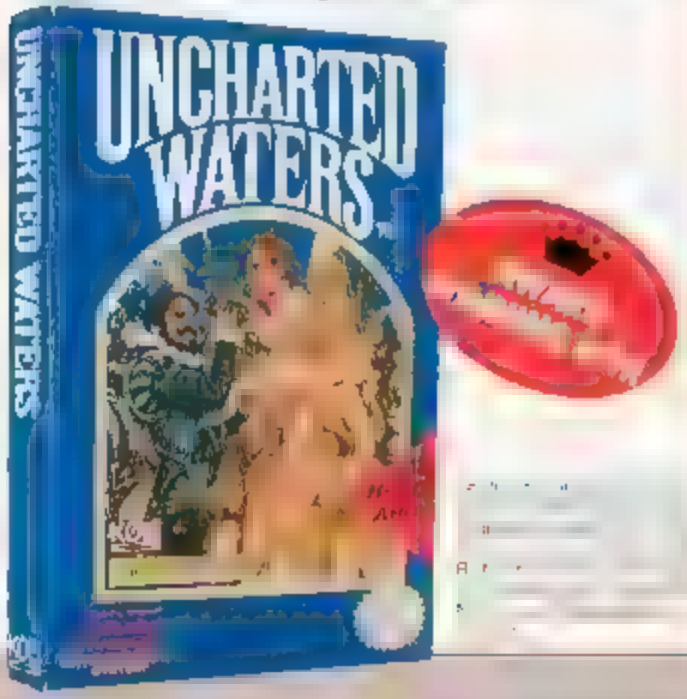

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